

The SWCCG Players Committee Presents

Errata Sheet 2009

Official text as of September 4, 2009

The following pages include all cards that have received errata since the Re-edit released on December 4, 2006. The Re-edit was a re-release of all the Virtual Cards released up until that time with new templates and set icons. See Errata Game Aid for more details.



Special Thanks to:

Proofing Team: Phil Aasen, Paul Bansal, Thomas Caspersen, Wes Cobb, Ronald J. Fonck, Ryan French, Adam Howland, Chris Kelly, Regis Michelena, Darren Pilbeam, Michael Raveling, Reid Smith, Zach Stenberg.

Graphic Design Team: Ryan R, Matt Jourdan, Dan Tartaglione.

To use these cards, simply print them out and cut out the area beneath the card title (not on the actual card), and place the cutout in a sleeve with the original card. We recommend using opaque sleeves for non-objective cards. If you use clear sleeves, the cutout must be attached to the original card using rubber cement, tape, or some other adhesive so the cutout does not slide. The adhesive must not be visible and must not noticeably increase the thickness of the card. If it does, the tournament director may interpret it as cheating and may penalize you appropriately.

DISCLAIMER: For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side and/or set page scaling to "none".



Errata Game Aid

Official as of September 4, 2009



The following virtual cards are “blanked” (their existing virtual slip is removed from the game and the card will be re-issued in a new form in Galaxy At War): **At Peace (V)**, **Meditation (V)**, **Thrown Back (V)**, **I Had No Choice (V)**, **Drop! (V)**, and **Comlink (V)**.

EXPANSION SET

- A New Hope
- Hoth
- Dagobah
- Cloud City
- Jabba's Palace
- Special Edition
- Endor
- Death Star II
- Reflections II
- Tatooine
- Coruscant
- Reflections III
- Theed Palace
- Premium
- Virtual Set 1: A New Hope
- Virtual Set 2: The Empire Strikes Back
- Virtual Set 3: Return Of The Jedi
- Virtual Set 4: Expanded Universe
- Virtual Set 5: The Old Republic
- Virtual Set 6: Reflections IV
- Virtual Set 7: Galaxy At War

CARD TYPES

- Admiral's Order
- Character - Alien
- Character - Sith
- Character - Droid
- Character - Imperial
- Character - Dark Jedi Master
- Character - Jedi Master
- Character - Rebel
- Character - Republic
- Creature
- Defensive Shield
- Device
- Effect
- Epic Event
- Interrupt
- Jedi Test
- Objective
- Podracer
- Starship
- Vehicle
- Weapon

SKILLS

- Maintenance
- Nav Computer
- Permanent Weapon
- Pilot (Dark)
- Pilot (Light)
- Presence
- Warrior

LOCATION FEATURES

- Creature Site
- Exterior Site
- Force (Dark)
- Force (Light)
- Interior Site
- Mobile Site
- Planet
- Space
- Starship Site
- Vehicle Site
- Underground Site
- Underwater Site

OTHER FEATURES

- Grabber
- Episode I
- Independent Starship
- Republic
- Scomp Link
- Selective Creature
- Trade Federation

Errata Sheet

DARK SIDE

•Nothing Can Get Through Our Shield (V)

At each system a player controls with a capital starship, his non- characters (and vehicles) deploy -1 to related sites and sectors. If you occupy a system with a capital starship (or three unique starships) and have no Objective on table, may add 1 to each of your Force drains at related battleground sites (opponent loses no more than 2 Force from those drains).

•Nothing Can Get Through Our Shield (V) 01E

•Admiral Motti (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

2. Chiraneau may not modify your Force drains. Kuat Drive Yards is . Unless your Senate on table, unique Star Destroyers are power +2 and immunity to attrition +1. Once per game, may non- Kuat Drive Yards.

•Admiral Motti (V) 01E

•Admiral Motti, Battlestation Coordinator

•Admiral Motti, Battlestation Coordinator 1

Considered an overrated leader by many subordinates. Has a disturbing lack of faith. Became a member of the Death Star's command triumvirate despite his failings.

POWER 3 ABILITY 3 FORCE-ATTUNED

2. Death Star is hyperspeed = 2, and your total power there (and at system it orbits) is +1 for each Death Star site on table. While with Tarkin, Tarkin Doctrine ignores parsec limit and is . Immune to attrition < 3.

•Motti (V) 02E

•Boba Fett (Special Edition) (V)

POWER 4 ABILITY 3 ARMOR 5

3. May 'fly' (landspeed = 3). Permanent weapon is Projectile Grappling Hook (may target a character for free; draw destiny; target captured if destiny +1 > defense value). Immune to attrition < 3 (< 5 while with Jabba).

•Boba Fett (Special Edition) (V) 03E

•Captain Bewil (V)

POWER 2 ABILITY 2 INFLUENCE 1

Agenda: logistics. While at Conference Room, opponent must lose 3 Force to 'react' away from a battle, and, if your total Influence here is > 3, during your turn you may take an Interrupt into hand from Force Pile; reshuffle.

•Captain Bewil (V) 04E

•Captain Lennox (V)

POWER 2 ABILITY 2

3. any Star Destroyer. Deploys free aboard *Tyrant*, and, while aboard, draws one battle destiny if not able to otherwise and your total power here is +1 for each of opponent's starfighters here.

•Captain Lennox (V) 05E

•Darth Vader (V)

POWER 6 ABILITY 6 DARK JEDI

3. While aboard a starship, it is immune to attrition < 5. During battle at same system (twice if with a Black Squadron pilot), may cumulatively subtract 2 from a just drawn destiny. Immune to attrition < 5.

•Darth Vader (V) 07E

•General Veers (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

3. While piloting an AT-AT, draws two battle destiny if unable to otherwise. While piloting a combat vehicle, its immunity to attrition is +2.

•General Veers (V) 12E

•Grand Admiral Thrawn (V)

POWER 2 ABILITY 4 FORCE-SENSITIVE

3. Your starships are lost. During your turn, if at a system, may a Dreadnaught here or retrieve a Dreadnaught. Once per turn, if opponent's alien at same or related location, may peek at opponent's hand.

Original concept by Nick Kolnik, PC Volunteer Award 2006

•Grand Admiral Thrawn (V) 05E

•Hermi Odle (V)

POWER 3 ABILITY 2

Aliens at same and related sites may not have their weapons stolen or be targeted by Disarmed, and, while armed with a non-lightsaber, non- weapon: their weapon destiny draws are +1 and opponent's characters are power -1 there.

•Hermi Odle (V) 07E

•Mara Jade With Lightsaber

•Mara Jade With Lightsaber 1

Ordered to kill Luke Skywalker. Assumed the identity of a dancer named 'Arica' in order to sneak into Jabba's palace.

POWER 4 ABILITY 5 FORCE-SENSITIVE

While Luke or Emperor on table, power + 1 and she moves for free. Permanent weapon is •Mara Jade's Lightsaber (may target a character or creature for free; draw two destiny; target hit, and its forfeit = 0, if total destiny > defense value).

•Mara Jade, The Emperor's Hand (V) 09E

•Lando Calrissian (V)

POWER 3 ABILITY 3 FORCE-ATTUNED

3. Once per turn, while present at a battleground site, may use 1 Force to add or subtract 1 from a just drawn weapon or battle destiny (or from opponent's just drawn destiny).

•Lando Calrissian (V) 14E

•Lord Vader (V)

POWER 6 ABILITY 6 DARK JEDI

3. May deploy an opponent's lightsaber just lost from same site on him (for free); may then use two weapons. While The Quick And Easy Path on table, Jedi Escape and What Was It? may not cancel duels. Immune to attrition < 5.

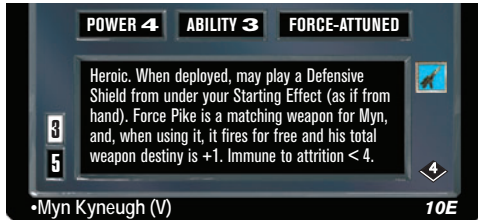
Original concept by Jerry Jensen, PC Volunteer Award 2005

•Lord Vader (V) 13E

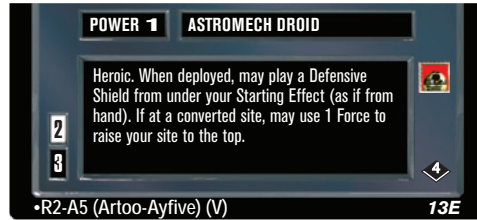
Errata Sheet

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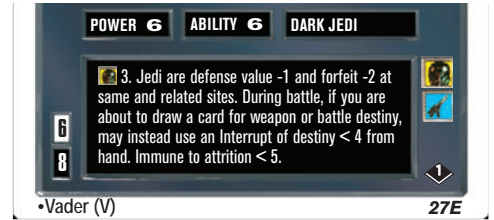
•Myn Kyneugh (V)



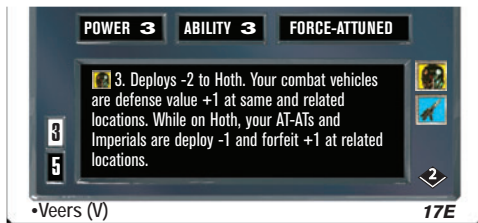
•R2-A5 (Artoo-Ayfive) (V)



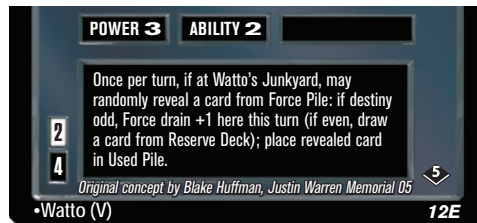
•Vader (V)



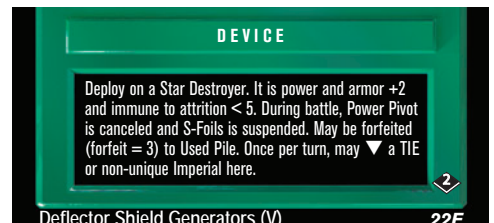
•Veers (V)



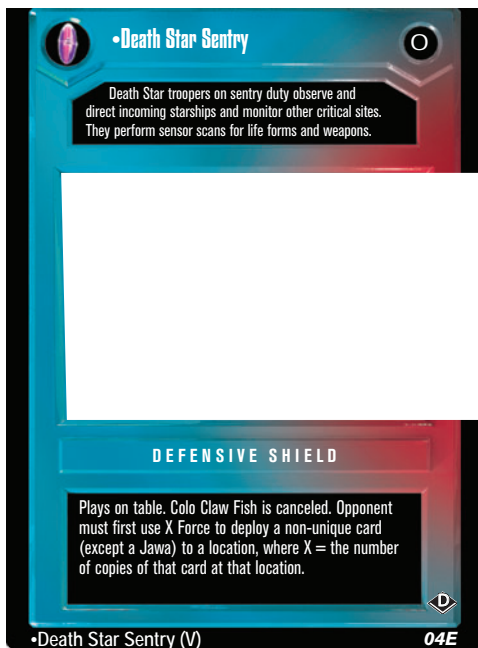
•Watto (V)



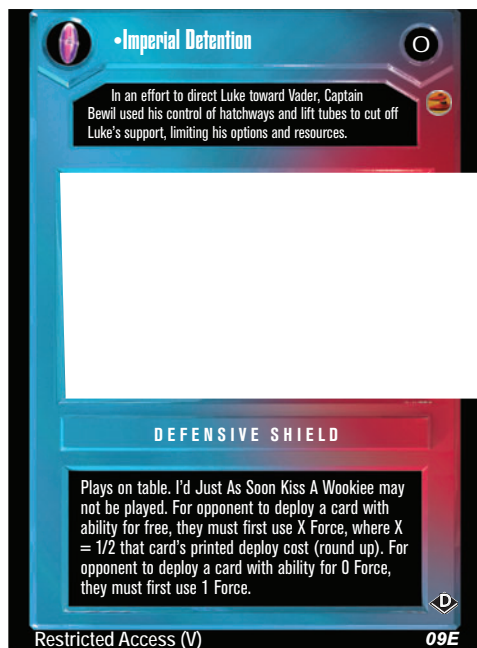
Deflector Shield Generators (V)



•Death Star Sentry (V)



•Imperial Detention



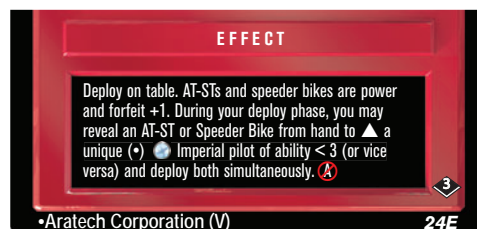
<> Cane Adiss (V)



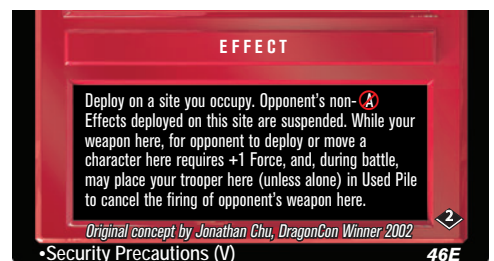
Alert My Star Destroyer! (V)



•Aratech Corporation (V)



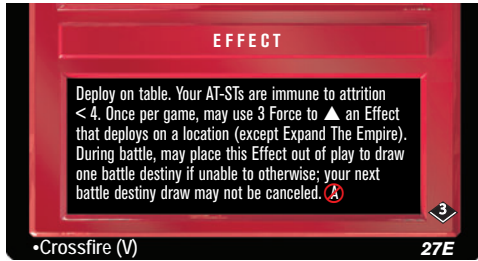
•Security Precautions (V)



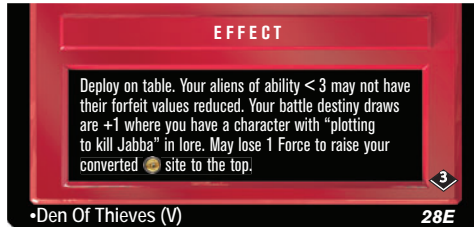
Errata Sheet

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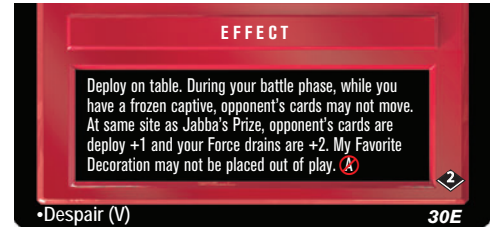
•Crossfire (V)



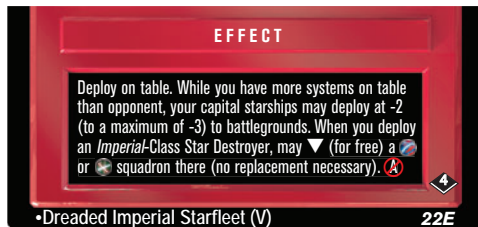
•Den Of Thieves (V)



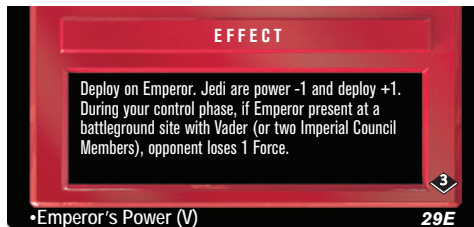
•Despair (V)



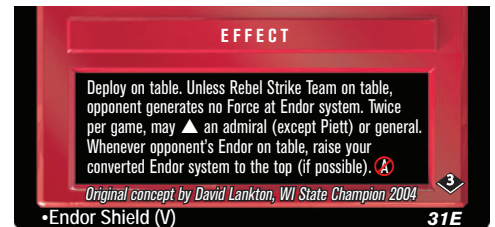
•Dreaded Imperial Starfleet (V)



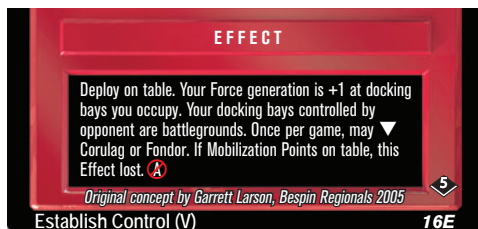
•Emperor's Power (V)



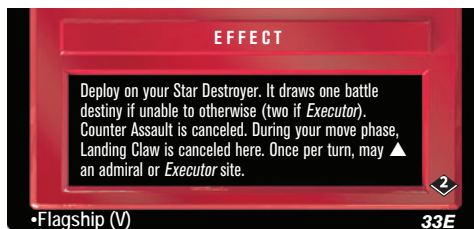
•Endor Shield (V)



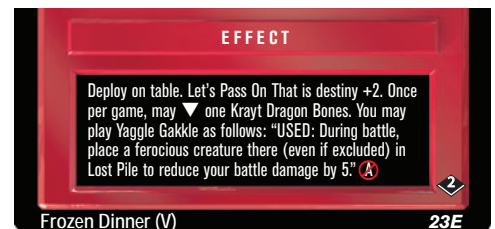
Establish Control (V)



•Flagship (V)



Frozen Dinner (V)



He Is Not Ready & Imperial Propaganda



•Hoth Blockade



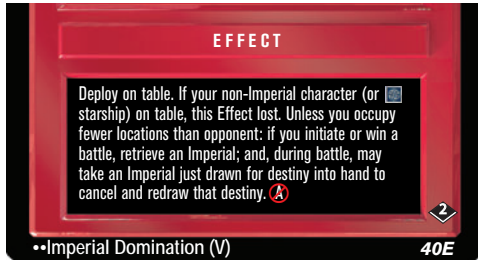
•Imperial War Machine



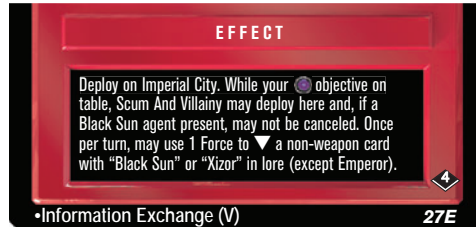
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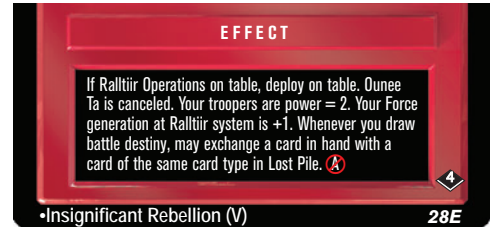
•Imperial Domination (V)



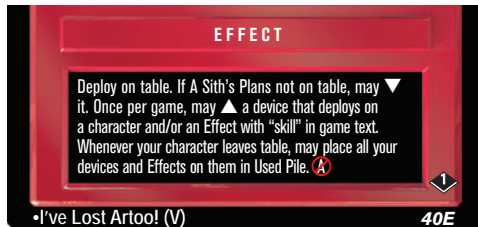
•Information Exchange (V)



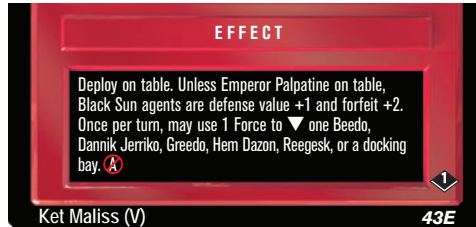
•Insignificant Rebellion (V)



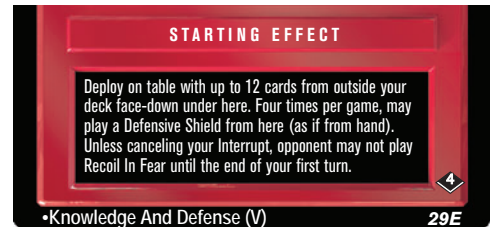
•I've Lost Artoo! (V)



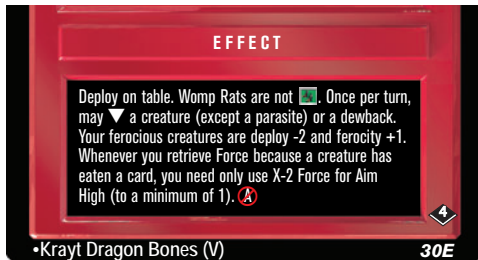
Ket Maliss (V)



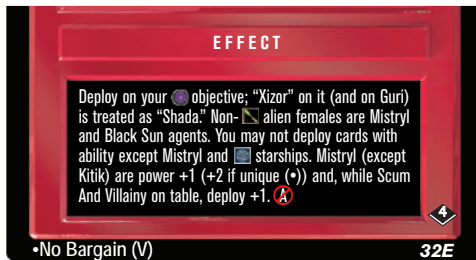
•Knowledge And Defense (V)



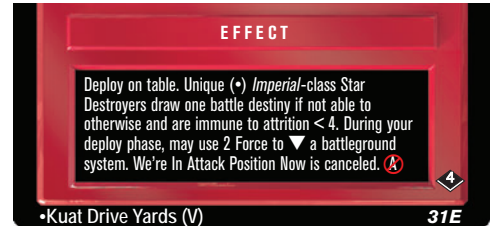
•Krayt Dragon Bones (V)



•No Bargain (V)



•Kuat Drive Yards (V)



•Tarkin Doctrine



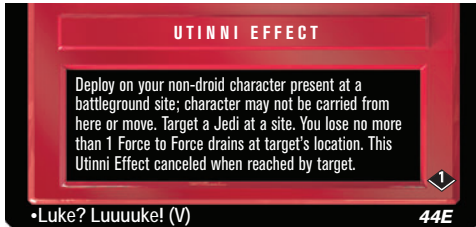
•The Quick And Easy Path



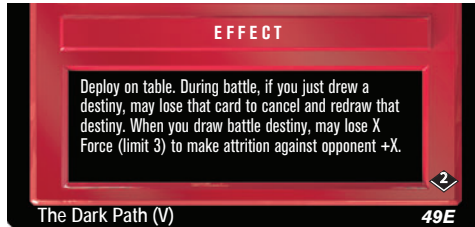
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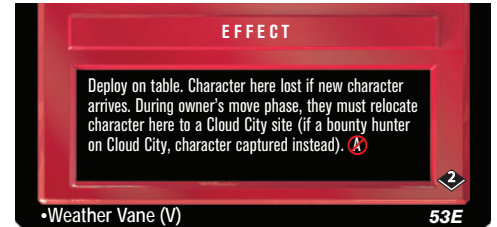
•Luke? Luuuuke! (V)



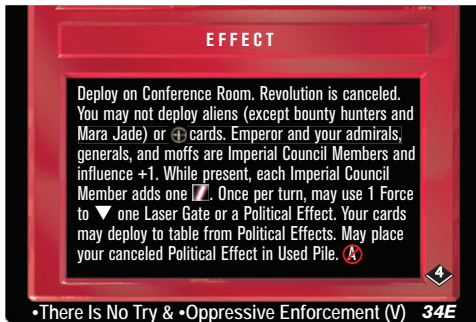
The Dark Path (V)



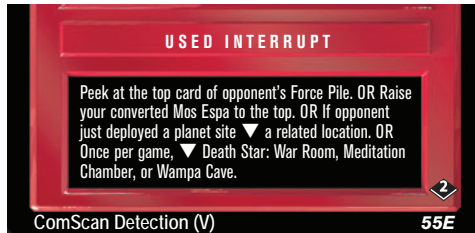
•Weather Vane (V)



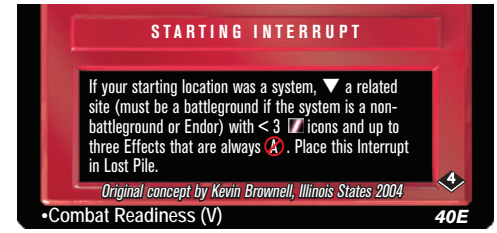
•There Is No Try & •Oppressive Enforcement (V)



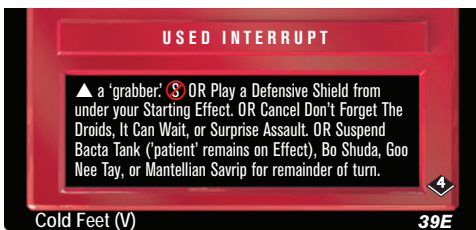
ComScan Detection (V)



•Combat Readiness (V)



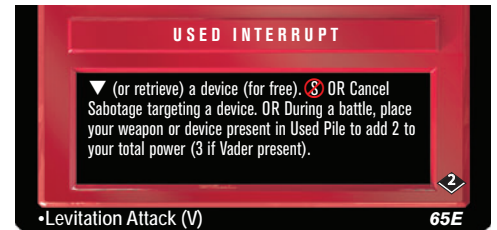
Cold Feet (V)



Imperial Code Cylinder (V)



•Levitation Attack (V)



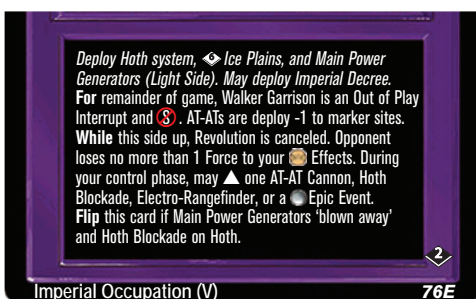
•Vader's Anger (V)



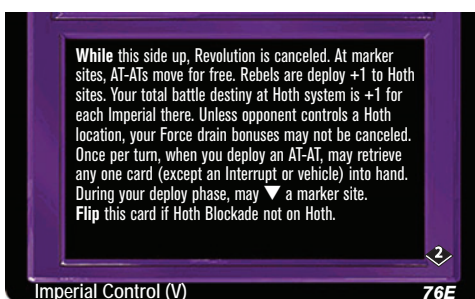
•The Force Unleashed



Imperial Occupation (V)



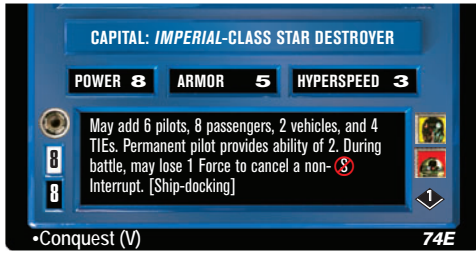
Imperial Control (V)



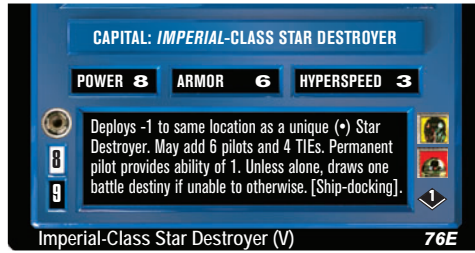
Errata Sheet

DARK SIDE

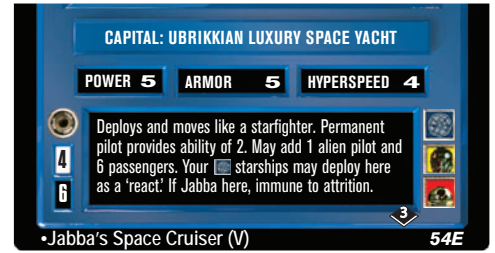
•Conquest (V)



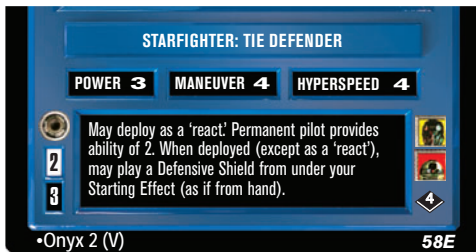
Imperial-Class Star Destroyer (V)



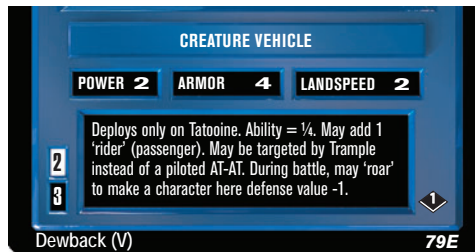
•Jabba's Space Cruiser (V)



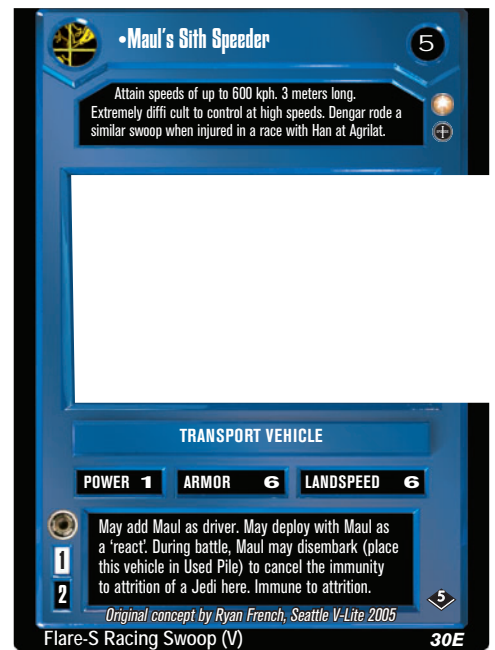
•Onyx 2 (V)



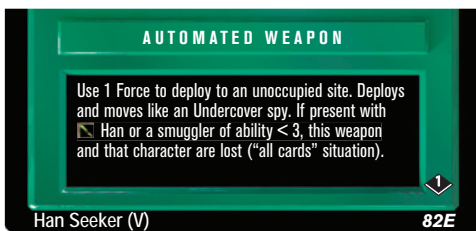
Dewback (V)



•Maul's Sith Speeder



Han Seeker (V)



Leia Seeker (V)



•Coruscant: Chancellor's Office



<> Execution Arena (Pit)



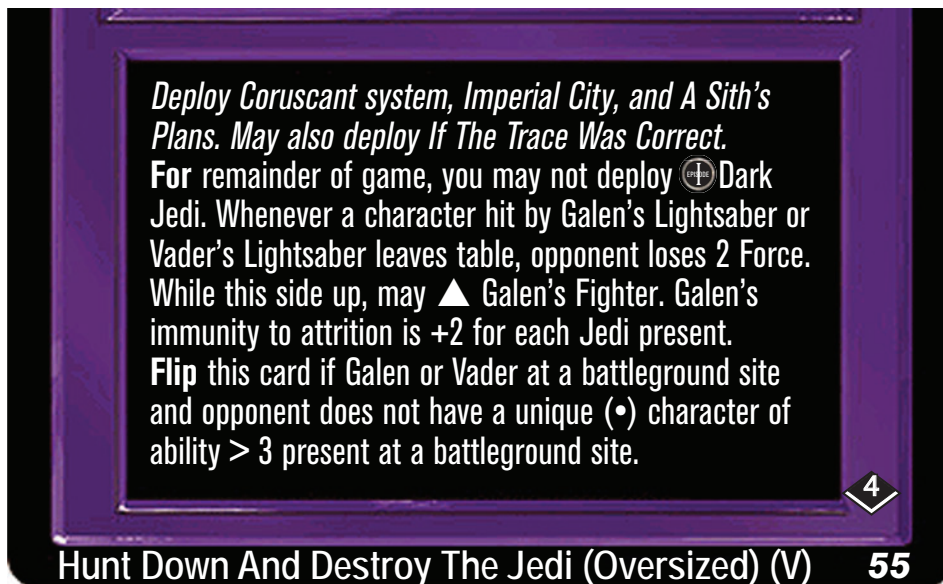
•Ralltiir: Supply Route



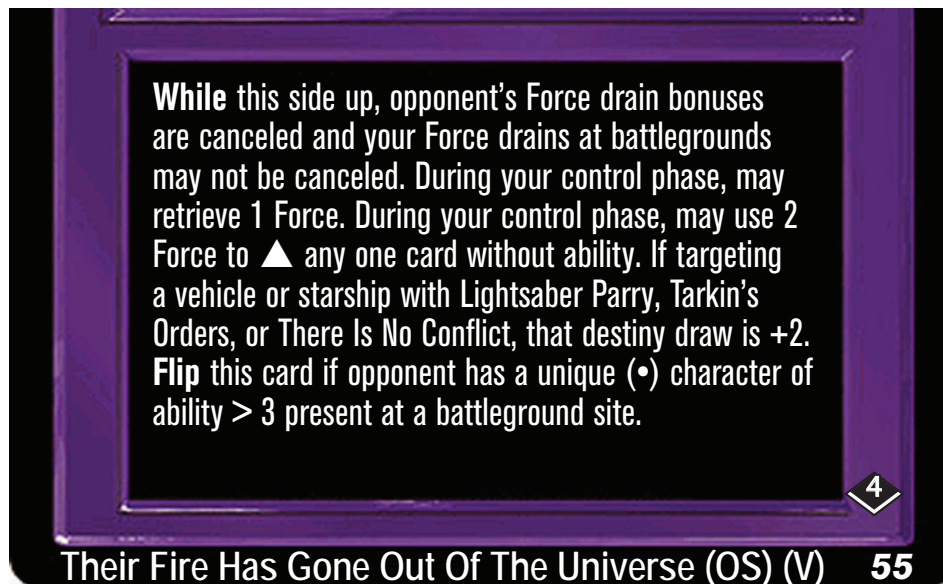
Errata Sheet

DARK SIDE

Hunt Down And Destroy The Jedi (Oversized) (V)



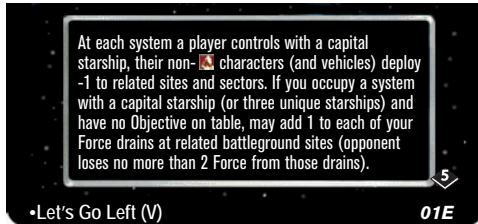
Their Fire Has Gone Out Of The Universe (Oversized) (V)



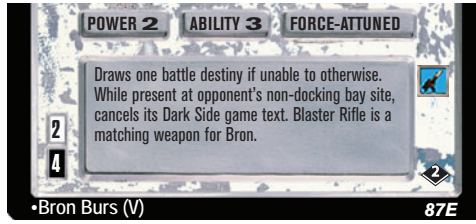
Errata Sheet

LIGHT SIDE

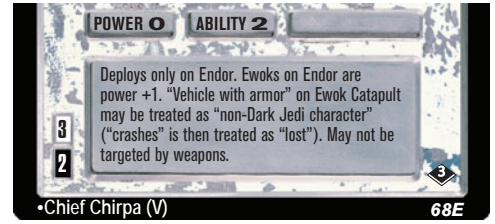
•Let's Go Left (V)



•Bron Burs (V)



•Chief Chirpa (V)



•Chewbacca of Kashyyyk (V)



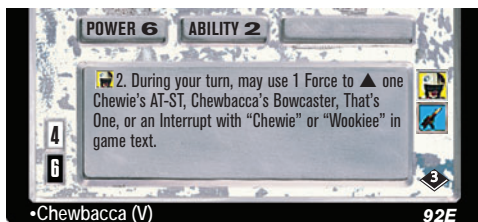
Clone Trooper (V)



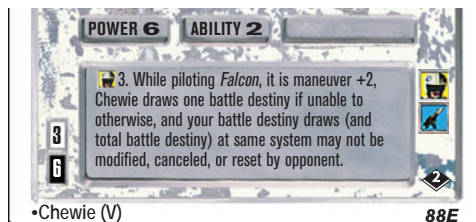
•IL-19



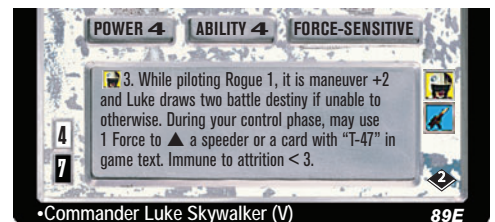
•Chewbacca (V)



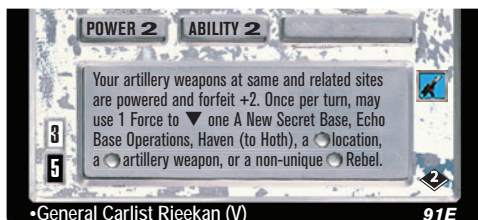
•Chewie (V)



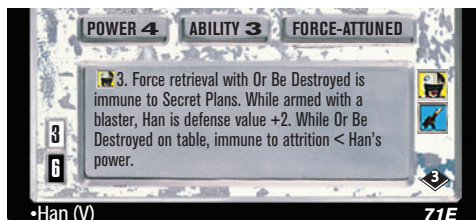
•Commander Luke Skywalker (V)



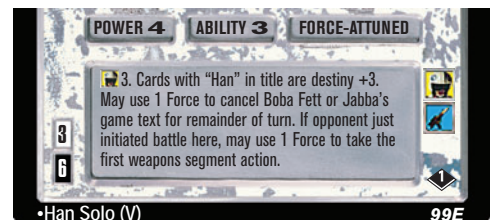
•General Carlist Rieekan (V)



•Han (V)



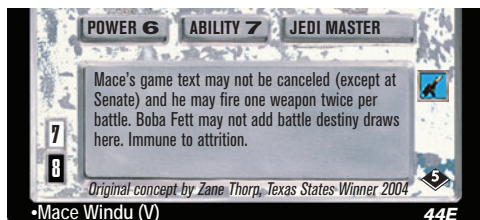
•Han Solo (V)



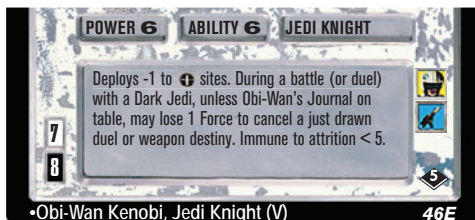
Errata Sheet

LIGHT SIDE

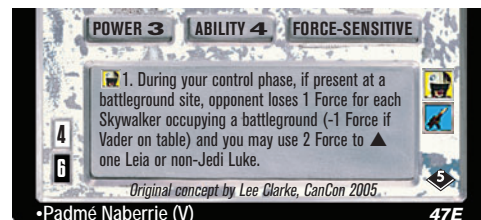
•Mace Windu (V)



•Obi-Wan Kenobi, Jedi Knight (V)



•Padmé Naberrie (V)



•Yoda, Great Warrior



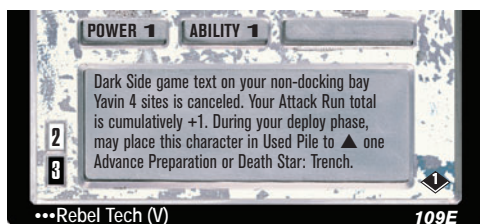
•Senator Mon Mothma



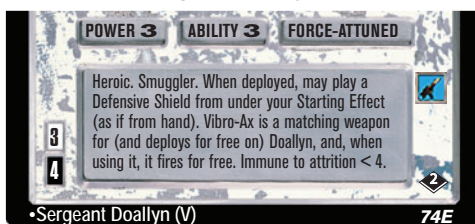
Wookiee (V)



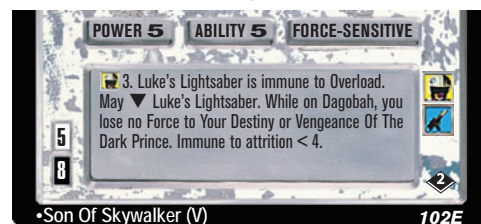
•••Rebel Tech (V)



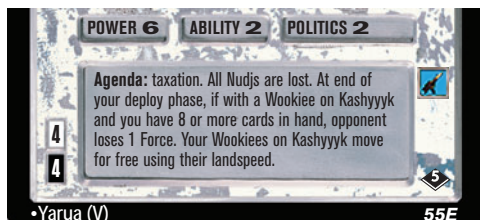
•Sergeant Doallyn (V)



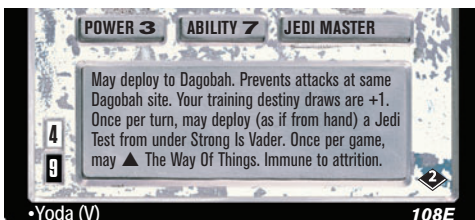
•Son Of Skywalker (V)



•Yarua (V)



•Yoda (V)



Errata Sheet

LIGHT SIDE

•The Professor (V)



•The Professor O

Protocol droids are programmed to interface with a variety of computer technologies. Quick and precise interpretation can dramatically increase operational efficiency.

DEFENSIVE SHIELD

Plays on table. It Can Wait may not be played. For opponent to deploy a card with ability for free, they must first use X Force, where $X = 1/2$ that card's printed deploy cost (round up). For opponent to deploy a card with ability for 0 Force, they must first use 1 Force. May not be canceled.

Original concept by Michael Pistone, Kashyyyk Regionals 2004

•The Professor (V) 8E

•Yavin Sentry (V)



•Yavin Sentry O

Rebel sentries are stationed on raised sensor platforms. On watch for Imperial scouts and other hazards, they supplement data gathered by Yavin Base's main sensors.

DEFENSIVE SHIELD

Plays on table. Cancels Colo Claw Fish. Opponent must first use X Force to deploy a non-unique card (except a Jawa or Tusken Raider) to a location, where $X =$ the number of copies of that card at that location. A lightsaber weapon destiny draws cannot be increased above their printed value.

•Yavin Sentry (V) 15E

•Luke's Bionic Hand



•Luke's Bionic Hand 7

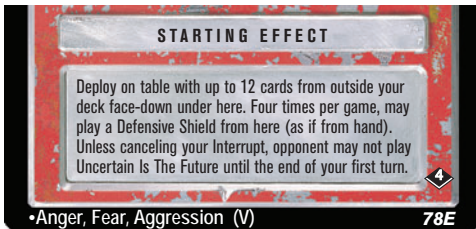
Uses state-of-the-art digital processors. Although Luke had lost his hand, the Alliance could rebuild it. They had the technology. They could make it better, stronger, faster.

DEVICE

Deploy on Luke. Luke's power and immunity to attrition are +2. During battle at a battleground, may exchange a card in hand with an Interrupt in Lost Pile. This device lost if Luke Disarmed.

Bionic Hand (V) 111E

•Anger, Fear, Aggression (V)

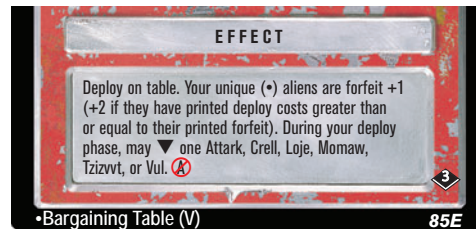


STARTING EFFECT

Deploy on table with up to 12 cards from outside your deck face-down under here. Four times per game, may play a Defensive Shield from here (as if from hand). Unless canceling your Interrupt, opponent may not play Uncertain Is The Future until the end of your first turn.

•Anger, Fear, Aggression (V) 78E

•Bargaining Table (V)

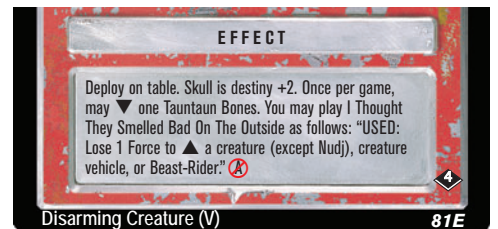


EFFECT

Deploy on table. Your unique (*) aliens are forfeit +1 (+2 if they have printed deploy costs greater than or equal to their printed forfeit). During your deploy phase, may ▼ one Attark, Crell, Loje, Momaw, Tzizvvt, or Vul. A

•Bargaining Table (V) 85E

Disarming Creature (V)



EFFECT

Deploy on table. Skull is destiny +2. Once per game, may ▼ one Tauntaun Bones. You may play I Thought They Smelled Bad On The Outside as follows: "USED: Lose 1 Force to ▲ a creature (except Nudj), creature vehicle, or Beast-Rider." A

Disarming Creature (V) 81E

•Dantooine Engineering Corps



•Dantooine Engineering Corps 5

The Alliance carefully chooses docking bays from which to launch limited offensives.

EFFECT

Deploy on table. While Dantooine Base Operations or More Dangerous Than You Realize on table, Dantooine sites are immune to O No Escape and your Force generation is +1. While you control a Dantooine site, your squadrons may deploy without replacement for X Force, where $X =$ squadron's power -3. A

•Staging Areas (V) 75E

Eject! Eject! & Imperial Atrocity



Eject! Eject! & Imperial Atrocity 5

IMMEDIATE EFFECT

Opponent loses no Force from O Imperial Atrocity. Deploy on opponent's just deployed Maul or A card. That card is power -2, cannot add any battle destiny draws, is placed out of play when it leaves table (place this card in Used Pile), and gains (in addition to its own maintenance cost): "★ Lose 2 Force or A." If that card is a vehicle, no characters may deploy aboard. OR If you are about to lose Force during opponent's control phase, deploy on table to reduce loss by 2.

Eject! Eject! (V) 83E

•Grrrghrrrgh!



•Grrrghrrrgh! 5

"It's not wise to upset a Wookiee." "But sir, nobody worries about upsetting a droid." "That's 'cause a droid don't pull people's arms out of their sockets when they lose."

EFFECT

Deploy on table. If your Wookiee just lost, may stack it here. You may not add more than one destiny to total power in battle. Wookiees are deploy -1 and, while at least one stacked here, they are armor = 4 and immune to attrition < 3. During any battle, may place a card here out of play to add one destiny to total power. A

•Let The Wookiee Win (V) 61E

Errata Sheet

LIGHT SIDE

•Rebel Infantry



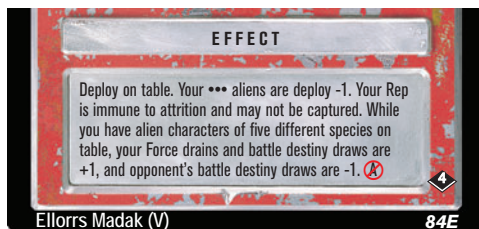
•Hidden Fortress



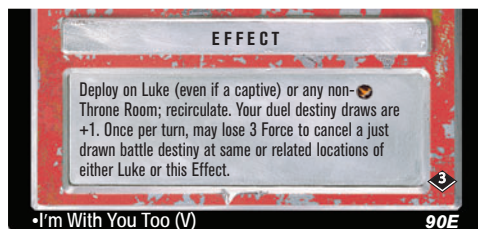
•Luke's Ultimatum



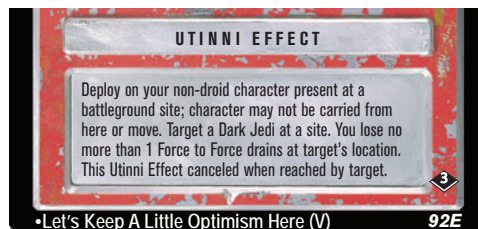
Ellorrs Madak (V)



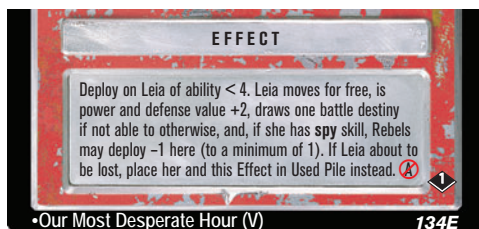
•I'm With You Too (V)



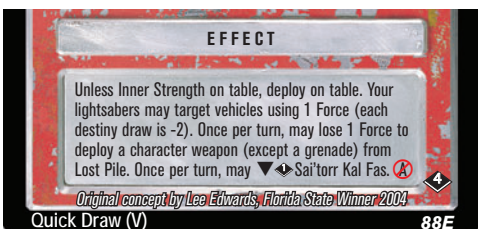
•Let's Keep A Little Optimism Here (V)



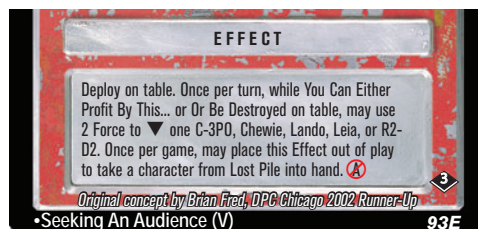
•Our Most Desperate Hour (V)



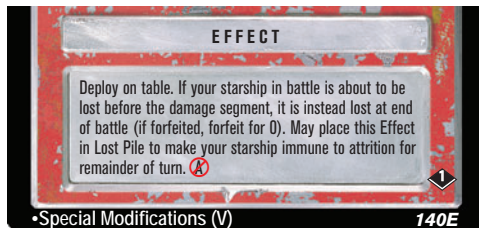
Quick Draw (V)



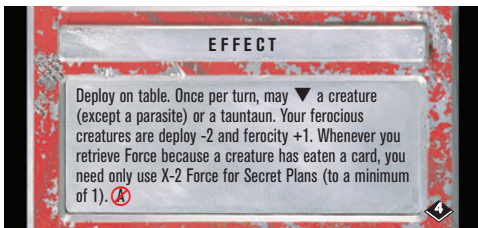
•Seeking An Audience (V)



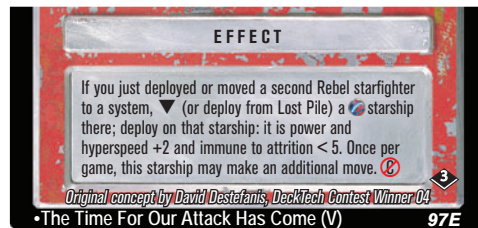
•Special Modifications (V)



•Tauntaun Bones (V)



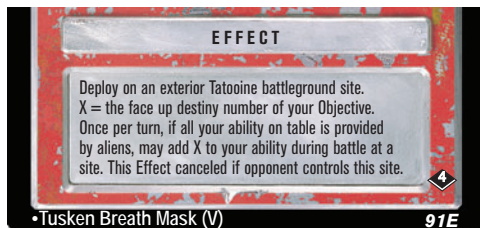
•The Time For Our Attack Has Come (V)



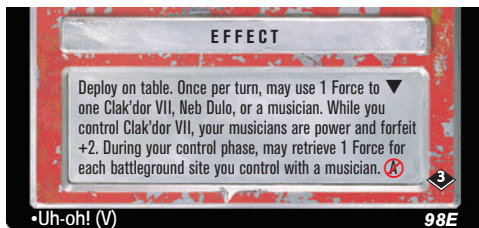
Errata Sheet

LIGHT SIDE

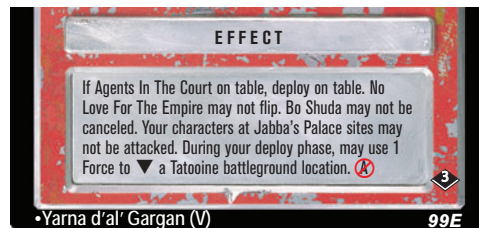
•Tusken Breath Mask (V)



•Uh-oh! (V)



•Yarna d'al' Gargan (V)



•Uncharted Settlements



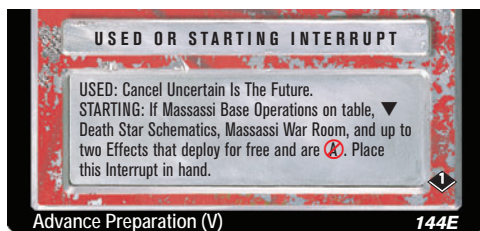
•We'll Take The Long Way



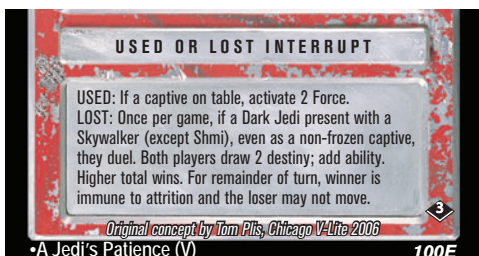
It Is The Future You See (V)



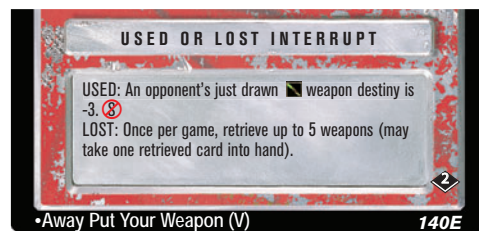
Advance Preparation (V)



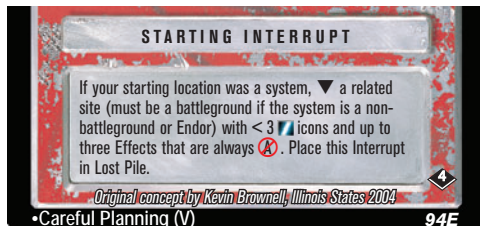
•A Jedi's Patience (V)



•Away Put Your Weapon (V)



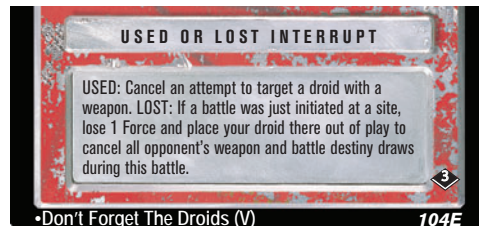
•Careful Planning (V)



•Corellian Retort (V)



•Don't Forget The Droids (V)



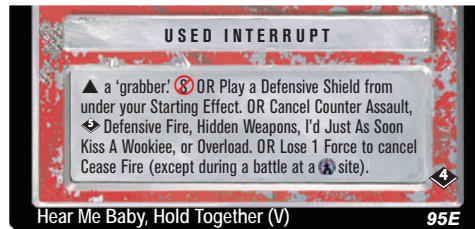
Errata Sheet

LIGHT SIDE

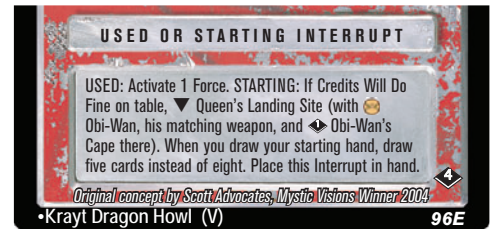
•Harvest (V)



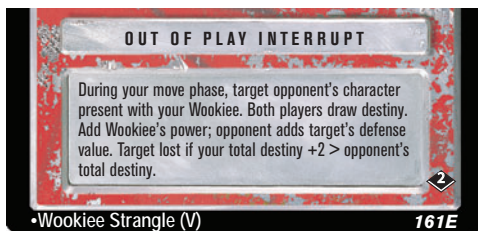
Hear Me Baby, Hold Together (V)



•Krayt Dragon Howl (V)



•Wookiee Strangle (V)



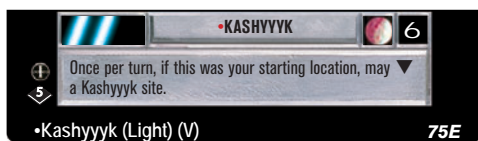
•Dantooine: Base - Operations Center



•Kashyyyk: Sacred Forest



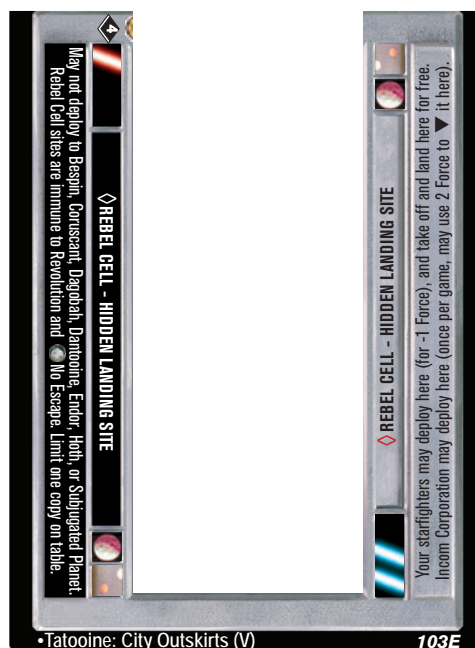
•Kashyyyk (Light) (V)



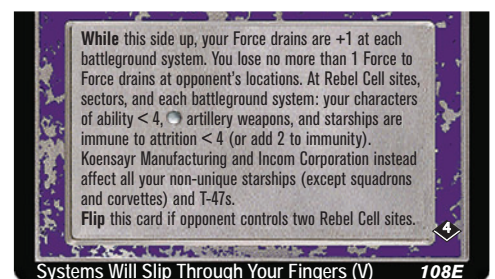
<> Outpost



<> Rebel Cell - Hidden Landing Site



Systems Will Slip Through Your Fingers (V)



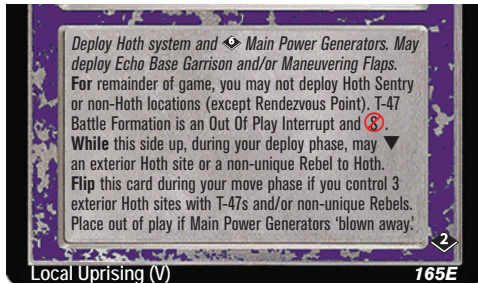
Watch Your Step (V)



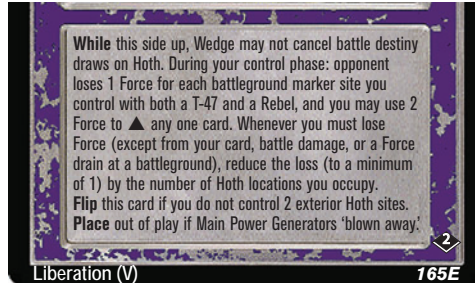
Errata Sheet

LIGHT SIDE

Local Uprising (V)



Liberation (V)



•Booster In Pulsar Skate (V)



•Red 8 (V)

